www.sega.com/timestalkers

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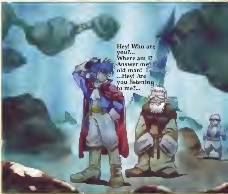
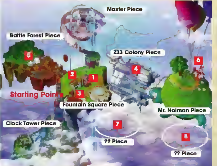
STORY


Hey! Who are you?... Where am I? Answer me old man! ...Hey! Are you listening to me?...

MAP


Master Piece
Battle Forest Piece
Z33 Colony Piece
Starting Point
Fountain Square Piece
Mr. Holman Piece
Clock Tower Piece
?? Piece
?? Piece
1
2
3
4
5
6
7
8

1 Sword's House (Save, store items, store collection items, change characters) 2 Item Store 3 Monster House (Register and store monsters and download mini-games) 4 Church (Revive monsters) 5 Rao's House 6 Mr Holman's House (Quest requests) 7 Blacksmith 8 Carpenter

※You can not go to the Blacksmith and the Carpenter at the beginning of the game.

STORES

Sword's House
(Fountain Square Piece)
Mutton will save game files and look after items for you. You can also change characters here

Hardware Store
(Fountain Square Piece)
Bangel buys and sells weapons armor and recovery items

Mr. Norman's House
(Mr Norman Piece)
Mr. Norman a rabbit of unknown origin will inform you of several quests if you visit him at his house. You will have to pay him for his services though

Mutton

Bangel

Mr. Noiman

Church
(Z33 Colony Piece)
Dr Anna will revive your monster allies for you at the Church Note that she will only revive previously registered monsters and she will charge you a fee to do so

Monster House
Dr Anna also runs this place You can register and store monsters and download mini-games here

Use your funds wisely

You can borrow money in stores to buy things When you try to purchase things with no money you will automatically borrow from the store These debts will be repaid automatically as soon as you get money There are however some items such as collection items, which can not be purchased with loans

Dr. Anna

Dr. Anna
(Hologram)

Blacksmith
(You can not go there at the start of the game)
For a fee Hammerin' Sean and Poundin' Mike the Blacksmith brothers will add skills from other items to your legendary items or repair ordinary items.

Blacksmiths

Souvenir Store
(You can not go there at the start of the game)
You can buy things (mini-games) that will enrich your life within the Time Stalkers World

Mahmuud

Carpenter
(You can not go there at the start of the game)
The carpenter can increase the surface area of the Monster House and renovate Sword's House A substantial fee is attached though

Carpenter

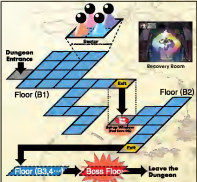
Convenience Store
(You can not go there at the start of the game)
This store is run by Mr Yamada and sells things such as recovery items and mini-games

Mr. Yamada

Fancy Store
(You can not go there at the start of the game)
Ash, runs this store where you can buy collection items.

Ash

DUNGEON STRUCTURE


Sector
(4 characters can fit into one sector)
Recovery Room
Dungeon Entrance
Floor (B1)
Exit
Floor (B2)
Set-up Window
(Fast Save OK)
Exit
Floor (B3,4···)
Boss Floor
Leave the Dungeon

LEGENDARY ITEMS

Legendary items are scattered far and wide throughout the game. They are considerably stronger than normal items and are extremely precious. At the Blacksmith (which can only be accessed once the story has advanced) you can combine strengthen and improve legendary items using skills from other items. You can also repair normal items that have been damaged in battles at the Blacksmith

Combine (add a skill)

The Blacksmith brothers can combine skills from a normal item to your legendary item. They can also delete a combined skill. Naturally they will charge you for these services.

Strengthen (improve parameters)

The brothers can also strengthen legendary items by increasing the parameter values. There is a fee for this service

Improve (lower mastering difficulty)

The brothers can also make your legendary items easy to master by lowering the parameters. Again, there is a fee for this service

Name	Function	Characteristic
Sharp Sword	Legendary, sharp sword	-
Challenger	Legendary	-
The Piercer	Legendary Strong stabbing power	-
Spell Caster	Legendary Increases usable magic	Magic Pack
Power X-bow	Legendary Strong attack power	-
Frost Wing	Legendary Critical ice attack	Ice Attack
Bear Knuckle	Legendary Bestows super strength	-
Gaia Shield	Extra protection	-
Blessed Boots	Increase Dexterity and Luck	-

TECHNIQUES

The techniques that you can use during battles vary considerably from weapon to weapon. Equip your main character with a weapon (for example a sword) and it will initially be able to use at least one technique (e.g. cut), but not necessarily all the techniques. After each level up, you will gradually be able to use more techniques.

Swords (Sword and Nigel)

Long Sword	
Cut [illegible]	Very powerful attack
Thrust	Superior hit rate
Cut	Long range

Apprentice Sword	
Light cut attack	High hit rate, low VIT usage
Cut	Long range

Shredder Sword	
Heavy cut attack	High attack, but slow
Light cut attack	High hit rate, low VIT usage
Cut hit	Moderately strong
Horizontal slash	Attack 2 enemies at once
Cut	Long range

Long swords (Sword and Nigel)

Long swords	
Pound	High hit rate
Spinning smash	Strong attack
Clear	Long range

Poles and Spears (Rao)

Rod	
Dragon [illegible]	High attack
Light dragon attack	High hit rate
Thrust	Ordinary attack

Row Guns (Nigel and Marion)

Bow Gun	
Bow & Arrow shot	Ordinary attack
Heavy attack arrow	Strong attack
Horizontal shot	Attack 2 enemies at once
Shoot	Ordinary attack

Staffs (Pyra and Marion)

Wooden Staff	
Spear strike	Ordinary attack
Ordinary attack	Fast attack
Blow	Long range

Boomerangs (Lady and Marion)

Boomerang	
Wing throw	Ordinary attack
Wing strike	Strike technique
Aimed attack wing	High hit rate
Throw	Long range

Whips (Lady)

Whip	
Snake sling	Ordinary attack
Strong snake sling	Strong attack
Slash	Long range

Fist Held Equipment (Used by everyone except Lady)

Knuckle	
Fist	Ordinary attack
Wind fist	High hit rate
Steel fist	Strong attack
Smash	Long range

Spurs (Lady)

Spurs	
[illegible]	Ordinary attack
Strong kick	Strong attack
Kick	Long range

*If nothing is equipped (bare fist), you can use the techniques punch and kick

*You can still perform a technique even if you do not have sufficient VIT to do so, but it will be less powerful. The name of the technique will be displayed in yellow

MAGIC

Name	Battle	Ordinary	Effect
Attack			
Fire (M, G)	-	-	Fire damage (1 character)
Blizzard (M, G)	-	-	Ice damage (1 character)
Lightning (M, G)	✓	-	Lightning damage (1 character)
All Round	-	-	Attribute (player selects) damage (1 character)
Recovery			
Heal (M, G)	-	-	HP recovery (1 character)
Energy (M)	✓	-	VIT recovery (1 character)
Cure (M)	-	-	Curse recovery (1 character)
Special			
Risk	-	-	Destroy all enemies (a last resort)
Identification (M)	-	-	Identify an unknown item
Repair	-	-	Repair an item
Escape	-	-	Escape from a dungeon
Support			
Darkness (G)	-	-	Curse (player selects) damage (1 character)
ST Up (M, G)	-	-	Increase 1 character's attack/defense strength
ST Down (M, G)	✓	✓	Decrease 1 character's attack/defense strength
Attribute (M)	✓	✓	Attach an attribute (player selects) to 1 character
Magic Magic	-	✓	Multiply the effects of magic
Invincible	-	-	Make ordinary attack or magic attack ineffective

*The letters after the names indicate a magic spell with a wider than normal fighting range

M (Mega-) = Ally or enemy party **G (Giga-)** = All enemies

*Recovery magic becomes attack when used against undead monsters

ITEMS

These are items that strengthen technique attacks

Susel Sword	**A sword for the adept adventurer**
Battle Sword	**Slightly more powerful, heavy sword**
Frost Rod	**Adds ice damage to critical hits**
Iron Knuckle	**Knuckle with great attack power**

These are equipment items with high defensive powers

Padded Vest	**Highly protective vest for Sword**
Flame Armor	**Fire resistant armor for Rao**
Frost Tunic	**Ice resistant tunic for Nigel**
Gear	**Protective gear for Marion**

These are equipment items which defend bodies against damage

Defender Shield	**Uses WILL to help protect**
Heavy Shield	**Strong shield**
Elfin Shield	**Uses DEX to resist spells and curses**
Leo Shield	**Powerful heavy shield for Rao**

These equipment items provide a high probability of escape and enable character to do Movement (P 25 of the Time Stalkers Manual)

Boots	**Equip to perform Movement Commands**
Elude Boots	**Increase ability to escape**
Vigor Boots	**Increase VIT recovery rate**
Focus Boots	**Decrease DEX, but increase EXP**

These equipment items contain special abilities. Up to 10 rings can be equipped at once

Flame Ring	**Decreases fire damage**
Blast Ring	**Allows use of attack magic**
Lazy Ring	**Increases experience**
Trap Ring	**Uses traps against opponents**

* You must equip an equipment item in order for it to be effective. Collection items will automatically be withdrawn when your character returns to a town. Instruct Mutton and he will put the item in the Collection Room below Sword's House.

Items that are used once, then disappear.

Heal Fruit	**Restores 50 HP**
Rune Fruit	**Restores 30 MP**
Tasty Fruit	**Restores 30 Hunger Points**
Escape Fruit	**Allows escape from a dungeon**

Items that can be used several times.

Storm Jewel	**Applies 50 points of Lightning damage**
Jinx Jewel	**All attacks become critical hits**
Libra Jewel	**Prevents curses. No restore effects**
Tasty Jewel	**Defeated monster transforms into Tasty Fruit**

Things that can be brought back to towns to decorate the Collection Room. They have no practical worth at all.

Philosophizer	**The tale of the famous sculpture "The Thinker"**
Moai	**One of the giant Easter Island statues**
See no Evil	**One of the see no evil, hear no evil, speak no evil monkeys**
Warrior Armor	**Valiant collectable armor**

Mini-games that can be downloaded into a VMU and played.

DUNGEON IV	**3D Dungeon RPG mini-game**
MOONLIGHTER	**Monster raising part-time job mini-game**
STUFF	**Mini-game economy pack, 1st collection**
MORE STUFF	**Mini-game economy pack, 2nd collection**

These are precious items which are spread out far and wide throughout the game. It is possible to add skills to them.

SKILLS

Characters can learn new skills as their titles rise. Register your favorite skills, considering tactics of course

Skill Name	Effect
SWORD	
Capture	[illegible]
Clairvoyance	[illegible]
Armageddon	[illegible]
Air Slash	[illegible]
RAO	
Ultra Stab	[illegible]
VIT Attack	[illegible]
NIGEL	
Item Identify	[illegible]
Reverse Trap	[illegible]
PYRA	
REC MAG PRI	[illegible]
LADY	
HP=ATK UP	[illegible]
Clairvoyance	[illegible]
MARION	
HP Up	[illegible]
DMG=HMP	[illegible]

Skills that can be acquired in Quests
If you successfully complete a Quest, your reward may be a new skill. The following is a list of skills that can be acquired through completing Mr. Noiman's jobs

Skill Name	Effect
Repair	[illegible]
Equip	[illegible]
Auto Ident	[illegible]
HP Restore	[illegible]
Vigor Renew	[illegible]
Steal Skill	[illegible]
Auto Counter	[illegible]
Revive	[illegible]
Fire Block	[illegible]
Luck Up	[illegible]
EXP Roulette	[illegible]

Other Skills

There are several other useful skills to be learned

Skill Name	Effect
Lady Slap	[illegible]
Doom Staff	[illegible]
Holy Rage	[illegible]
Head Start	[illegible]
Range Strength	[illegible]
Whole Change	[illegible]
Reconnaissance	[illegible]
Floor Information	[illegible]
Satellite Detection	[illegible]

SAVING AND LOADING MINI-GAMES & MONSTERS

In Time Stalkers you can download mini-games (bought in stores) and monsters (captured in dungeons) to a VMU (sold separately), to play games

Downloading Games

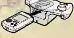
Follow the steps below

1. Purchase a mini-game item in a store
   (The Souvenir Store and the Convenience Store both sell mini-games),
2. Insert a VMU (sold separately) into your Dreamcast Controller
   (You must have 54-123 Blocks of available space in your VMU)
3. Download the game
   Press the Ⓐ Button when your character is standing in front of the VMU Device (In the Monster House) Select "Download game" from the menu to download the game to your VMU

You can only store one mini-game in your VMU. You can only download a mini-game once because it will disappear after being downloaded To download it again, you will have to buy a new mini-game from a store and download it again

Deleting games

You can delete Time Stalkers mini-games from your VMU at the VMU Device in the Monster House. You can not delete non-Time Stalkers mini-games



Tokens

Use the mini-games to earn tokens (currency) You can withdraw tokens from and transfer them to mini-games and exchange them for items You can also purchase things with tokens and convert tokens into money

To leave some tokens in a mini-game select "Put into VM" then return the desired amount of tokens to the mini-game If you don't do this or if you have already converted your tokens into gold, you will have to buy tokens at a bad exchange rate

Exchange	[illegible]
Withdraw	[illegible]
Put into VM	[illegible]
Purchase	[illegible]
Sell goods	[illegible] into money On [illegible] when

Downloading Monsters

Follow the steps below
1 Download "MOONLIGHTER"
2 Insert a VMU (sold separately) to your Dreamcast Controller
3. Select "Send"

Uploading Monsters

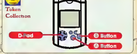
Downloaded Monsters will disappear from Time Stalkers To return a monster to Time Stalkers, select "Upload" from "Monster Download"

Decorating Picture Frames

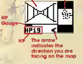
You can exhibit framed dot pictures in the Collection Room by selecting "Climax Editor."

MINI-GAME "DUNGEON IV"

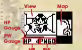
Fight monsters in 3D dungeons, which are randomly regenerated every time you play. You must head down towards the hell-like depths of the dungeon. After the game, you will acquire tokens (currency) the amount of which correspond to the number of floors you cleared.


Token Collection
D-Pad
Ⓑ Button
Ⓐ Button

Movement Screen


View
Map
HP Gauge
HP19
HP
The arrow indicates the direction you are facing on the map

Battle Screen


View
Map
HP Gauge
PW Gauge
HP 4 PW60
HP
PW

When Moving

Ⓐ Button	Display Command Menu/Enter
Ⓑ Button	Highlight monsters (within the area already explored) in the map → Highlight items (within the area already explored) in the map → Return/delete
D-Pad	⬆ move forward ⬅ ➡ make a 90 degree turn ⬇ move backward

When Fighting

Ⓐ Button	Guard (HP will reduce while guarding)
Ⓑ Button	Attack (When the PW gauge is higher, the attack will be stronger)
D-Pad	⬇ escape (Sometimes impossible)

∗ Try to attack with as much PW as possible in this game. When the PW Gauge is higher the attack will be stronger so keep an eye on your PW Gauge and make sure that you attack with maximum power. You can also attack (Ⓑ Button) while guarding (Ⓐ Button)

HP (Physical Strength)

HP will gradually reduce as time passes while you are moving when you receive damage during battles and when you guard (Ⓐ Button) during battles The game ends when HP is reduced to 0

PW ([illegible]ck)

Save PW to deliver a strong attack After attacking PW is temporarily reduced to 0

[illegible]

The following is displayed

Status	View Status Screen
Eat	Eat an item
Equip	Equip an item
Throw away	Throw an item away

Status Screen

The following is displayed.

FL	Floor
LV	Level
MHP	Maximum HP
ATT	Attack
DEF	Defense strength
GRD	Guard strength
SCORE	Current score

Sound

Switch the Sound ON and monsters will make a sound as they approach you highlighting their presence

Mode Button

Press the Mode Button during game play and the game will end Your token account will then be settled

Items

Press the Ⓐ Button when you are over treasure boxes to open them.

"Looks tasty" (eat where you currently are)

	Recovers 20 HP
Energy Fruit	Recovers 100 HP
Sword	Increases attack
Clothes	Increases defense strength
Shield	Increases guard power

＊ You can only carry up to 4 items

＊ Swords and clothes have a "weight" which influence both the speed that the PW Gauge recovers and the fighting speed Experiment until you find the optimum situation

M[illegible]

To go to the next floor press the Ⓐ Button when you are over a staircase. You will then descend to the next floor

[illegible]

When the game ends you will acquire tokens depending on the number of floors you cleared You can exchange these tokens for items in the Monster House in Time Stalkers

[illegible]

There are also spirits that cause the following events

Healing	Completely recovers HP
Item Map	All the items in the map will flash on and off＊
Monster Map	All the monsters in the map will flash on and off＊
Drop	You can only continue if you drop an item

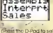
＊The effects only last for one floor

MINI-GAME "MOONLIGHTER"

Download an ally monster to your VMU to raise it and make it work for you

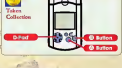
At first, the present number of tokens and the name of the monster that is laboring for you are displayed. Next the following are displayed

1. Job Select Menu

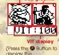


Handout
Assembly
Interprt
Sales

(Press the D-Pad to select and the Ⓐ Button to enter)

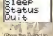

Token Collection
D-Pad
Ⓑ Button
Ⓐ Button

2. Job Screen


Selected monster
Job graphic
VIT:100
VIT display

(Press the Ⓐ Button to display the Command Menu)

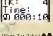
3. Command Menu



Work
Sleep
Status
Quit

(Press the D-Pad to select and the Ⓐ Button to enter)

4. Status Screen



Interprt
TK: 4
Time:
000:10

(Press the D-Pad ⬆⬇ to scroll)

Command Menu

The following is displayed

Work	Return to the Job Screen
Sleep	Make your monster sleep
Status	Display the Status Screen
Quit	End the game

Status Screen

The following is displayed
The selected job is displayed at the top (E g Job)

Tokens (TK) The present number of tokens that you have

Elapsed time (Time) The amount of time that your monster has been working

Allegiance level (LYL) Your monster's level of allegiance (faithfulness)

Enthusiasm level (AGR) Your monster s level of enthusiasm

Blood type (BldType) Your monster s blood type

A	Serious conscientious
B	Whimsical fastidious
AB	Split personality
O	Big-hearted easy going
Success	Number of successes
Failure (Fail)	Number of failures

Job Rules

Compensation/Punishment
You will gain or lose tokens depending on the good or bad work of your monster within a fixed time

Laziness
Your monster will become lazy if you allow its VIT to decrease

Recovery
Put your monster to sleep and any lost VIT will be recovered.

Collapse
If you allow the VIT to reach 0 your monster will collapse For a while you will no longer be able to give it commands When some time has passed, it will gradually recover

Strain
Push your monster too far (e g by making it work when its VIT is low) and its Allegiance Level will decrease Its parameters will also change

Strong points and weak points
Every monster has a job that it is good at and a job that it is bad at. Experiment to help your monster to find its vocation.

MINI-GAME COLLECTION "STUFF"

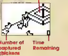
Press the D Pad ⬅ ➡ to select a mini-game then press the Ⓐ Button to enter your selection.
To select a different game press the Ⓑ Button until you return to the title screen, then reenter your selection.

Chicken!

This is a "catch the chicken" game

The game

Catch the chickens and throw them into the fenced off area. How many chickens can you catch within the 30-second time limit?



※ Aim within the fenced off area when you throw the chickens. If a chicken lands on top of a fence, it will escape.

Controls

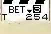
Ⓐ Button	Catch/throw a chicken
Ⓑ Button	Jump (+D-Pad: run, + Ⓐ Button: long throw)
D-Pad	Move character/change direction

Slots

Token Collection

The game

Press the D-Pad ⬆ ⬇ to select a "BET" number and press the Ⓐ Button to start the slot machine. Every time you press the Ⓐ Button, one of the drums will stop. If all or some of the icons are the same, or you have a lucky combination of icons, you will win tokens. The number of tokens that you can win depends on the icons.



PSR

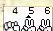
VMU Link-up

Select "VS HUMAN" and the VMU will display "CONNECT" Connect two VMUs together to play Paper Scissors Stone with a friend

The game

Beforehand decide on a strategy Will you select the hands or will you leave this decision to the computer? When playing against the computer the number of hands will rise as your level rises

Strategy Screen


Battle Screen

Strategy	Decide on a strategy When you first play you will select from 10 hands Press the D-Pad ⬆⬇ to select between paper scissors or stone and ⬅ ➡ to move the cursor
Random	The computer will randomly select your hands
Start	"VS COM" to play the computer and "VS HUMAN" to play against a friend Connect two VMUs to start the game
[illegible]	Displays your total wins and losses

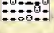
Boink!

Token Collection

This is a highly stress relieving mole smashing game

The game

Press the D-Pad to move the cursor and the A Button to hit a mole You will acquire tokens based on your score



[illegible]	This is a mode without time limits
1 Min.	Try to see how many moles you can hit within a minute
20-Sec.	Try to see how many moles you can hit within 20 seconds

✻ Press the Ⓑ Button to return to the Command Screen during the "Eternal challenge" Select "End" to stop playing Select "Score" to display the score/high score "Sound to switch the sound ON/OFF and "Continue" to return to the game
✻ During "20-Sec" you will lose points if you miss a mole

MINI-GAME "EDITOR"

Press the D-Pad ⬅ ➡ to select a mini-game then press the Ⓐ Button to enter your selection
To select a different game press the Ⓑ Button until you return to the title screen, then reenter your selection

Climax Editor

Use your VMU to draw dot pictures with this wonderful dot editor.

Cursor
The cursor is a flashing dot

Method
Press the D-Pad ⬆⬇ to select and press the Ⓐ Button to enter your selection.

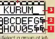
Controls

Ⓐ Button	Draw a dot (Use with D-Pad to draw a line)
Ⓑ Button	Erase a dot (Use with D-Pad to erase a line)
D-Pad	Move cursor
Mode Button	Return to the Editor Command Menu

Commands

Editor	Edit saved files
File	Save file manager. Switch sound ON/OFF
Transform	Delete files, view your dot picture upside down or on its side, scroll picture Select "Prepare Icon" to change the size of your picture so that it fits the VMU screen
Animation	Make a slide show with your saved files

How to input file names



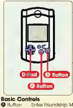
1 Select a group of letters from row (1)
2 Select a single letter The letter that you select
3 will be displayed here When you have finished select "ED" from row (1) "SP" means, "Space." Press ⬇ when the cursor is on row (2) to return to row (1)

Save your dot picture in order to hang it in your picture frame in the Collection Room Upload the picture at the VMU Device in the Monster House Select "Climax Editor," then "Icon," and your picture will be displayed as an icon on your VMU screen The VMU Device will read the first file saved in "Climax Editor" (the first file on the left)

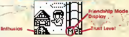
Exhibit your pictures!

MINI-GAME "YOGURT ADV."

"Yogurt's Big Adventure" consists of "What Yogurt?" and "Yogurt Mansion"



"What Yogurt?" Mode



Your aim is to clear various goals such as "errands" and "treasure hunts." However Yogurt selfishly does his own thing moving around as he wants, and not as the player wants. Have fun trying to understand Yogurt's way of life. The game ends when Yogurt's "enthusiasm" reaches 0

Friendship Mode

As time passes trust rises. When Yogurt trusts you enough, you can control him for a short time. Also, Yogurt's "enthusiasm" will increase or decrease in relation to his actions

Basic Controls

Ⓐ Button … Enter Friendship Mode (When you have built up enough "trust")
Ⓑ Button … View Action Records (up to 8) → Map → Return
*D-Pad is not used.

Friendship Mode Controls ("M" is displayed left of trust level)

D-Pad … Move Yogurt
Ⓐ Button … Action (Yogurt decides what actions will happen)
Ⓑ Button … View Action Records (Up to 8) → Map → Return

"Yogurt Mansion" Mode

More and more strange and wonderful people and monsters will come and live in Yogurt Mansion

OTHER CHARACTERS

Just like Sword all the other characters in Land were thrown into this mysterious world against their will They are like Sword victims who were reluctantly dragged there. But maybe they know something about the unsolved mystery of the world that Sword doesn't With this in mind try to speak to the residents of Time Stalkers as much as possible

Nikki
The wife of the item store owner.

Nocchi
The son of the item store owner

Kiwi
A mysterious pet

Crystal
A mysterious android

Captain Hawk
An overbearing man who is too fond of women

Mr. Wire
An argumentative youth

Bob
A carefree store boy

Princess Rose
A curious and very healthy princess

Sir Arthur
One of the knights who escort Princess Rose

Dr. Alan
A genius who is only interested in himself

Bunny Noiman
The wife of Mr Noiman. She truly loves her husband

Billy
A rather rural man

EMOTION INDICATORS

There are countless monsters roaming around the dungeons. They may be monsters, but monsters have feelings too, you know! If you can master how to read these Emotion Indicators, you will be on your way to winning Time Stalkers.

Conversation Mark
This means that this monster is chatting to his allies. They are discussing forming parties or reviving fallen allies.

Heart Mark
This means that this monster is very curious and wants to approach the main character. Such monsters won't instigate battles.

Star Mark
This sign means that the monster is suffering the effects of an curse.

Sleep Mark
This means that the monster is sleeping. The monster isn't thinking about anything and won't instigate a battle. It is very easy to sneak pass such a monster.

Music Mark
This means that the monster is in a good mood and has a low level of aggression. Even if your character enters the monster's sector, it won't instigate a battle.

Anger Mark
This means that the monster is angry and has a high level of aggression. If your character enters the monster's sector, the chances are very high that it will instigate a battle.

Sweat Mark
This means that the monster is hurrying. A monster will sweat when the main character is running too fast and leaving it behind.

"Well, let me see..." Mark
This means that a character has just stepped on a trap.

Surprise Mark
This mark is shown when the main character is discovered or when the character is surprised.

ADVENTURE HINTS

The initial flow of the game

In hot pursuit of an armored knight who had suddenly attacked him Sword finds himself lost in a strange clock tower Upon opening a book lying closed in a room Sword is dazzled by a fierce ray of light that the book emits He is knocked out Some time later Sword regains consciousness to see that the book is gone Stranger still he leaves the room and walks into a corridor to find that the stairway that he previously climbed has vanished What sort of a place has he stumbled into?

Clock Tower Dungeon

This is a practice dungeon. The dungeon contains many helpful signboards with essential game play information written on them On the top floor of the dungeon Sword finds the knight whom he chased during the opening sequence of the game. Sword must defeat the knight If Sword fails he will restart from the room where he opened the book.

Sword receives the Hero's Crest (Sword's House)

After clearing the practice dungeon, Sword meets the mysterious old man for the first time Sword is told that he is a hero who will protect the world In a lavish display of generosity the old man has even prepared a house and a butler for Sword From now on Sword will keep his indispensable things here (such as the Hero's Crest) Without the Hero s Crest, neither Sword, nor any of the other main characters can enter a dungeon

A new Piece arrives – Enter the Fire Mountain Cavern

Sword watches as a new piece falls from the sky and begins to wonder if the mysterious old man wasn t altogether talking nonsense Filled with curiosity Sword sets off towards the first dungeon, the Fire Mountain Cavern But before entering the dungeon Sword had better buy some equipment and items from the store. Don't forget that Sword can only carry up to 4 items into a dungeon

Time Stalkers Q&A

Q1. I can't register magic spells and skills.

There are limits on the number of magic spells and skills that you can register. Your characters will learn more skills and magic spells as their titles increase, the result being that not all of the skills and magic spells can be registered. If this happens, you should select which skills and spells you want to use in the dungeon before you enter.

Q2. I can't use equipped equipment, or registered magic or skills.

If your character's parameters don't meet the specifications to "master" an equipment item, magic or skill, you will not be able to use these things to their full potential – even if you have equipped/registered them. For more details, read LEVEL UPS AND MASTERY (→P28 of the Time Stalkers Manual).

Q3. I can't "move" during battles.

To move, you must first acquire then equip your character with some boots. Before fighting, equip your character at the Item Command Menu (→P22 of the Time Stalkers Manual). Also, if your character's basic parameters do not meet the specifications to "master" the boots (→ P28 of the Time Stalkers Manual), you will not be able to use them.

Q4. I can't enter the dungeon because I have too many items.

Sword can only carry 4 items into a dungeon (Rao and Nigel can carry more). Level up in a dungeon, and the number of items that your character can carry will increase.

Q5. After leaving a dungeon, the number to the right of an item (+9) has disappeared.

An item which has a number such as "+9" attached to it has the advantage that it will allocate bonus points to the parameters. This indicator and its consequent increased parameter values will disappear when your character leaves the dungeon.

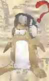
Q6. My monsters vanished when I came back to the town.

If you are defeated in a dungeon, any unregistered monsters in your party will vanish. Registered monsters will be returned to their capsules.

Q7. How can I get mini-games?

You can buy mini-games at the Souvenir Store or the Convenience Store. Take one to the Monster House in Fountain Square and you can download it to your VMU. The game will vanish once you have downloaded it. To download it again, you will have to buy a new copy of the mini-game from a store.

YOGURT

YOGURT
Yogurt's role and abilities are completely unknown and his true character is enshrouded in mystery. Surely he has a terribly important role to play in Time Stalkers. Could it also be that he serves no use whatsoever?